



GAME DESIGN ACTIVITY

DESIGN OF A NEW LEVEL

(MAP CREATION)

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INTRODUCTION

WHAT IS BINARY DOMAIN?

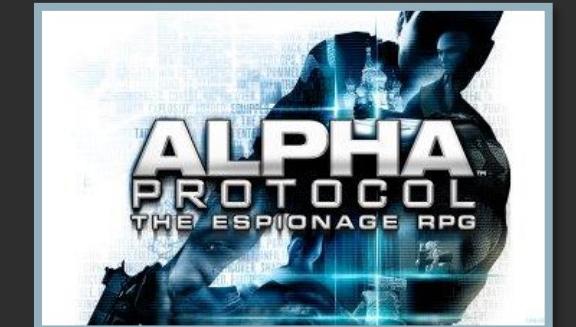
1. TYPE OF VIDEO GAME

- ▶ THIRD PERSON SHOOTER.
- ▶ SCI-FI STORY.
- ▶ CAMPAIGN (ONE PLAYER GAME).



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2. REFERENCES



INTRODUCTION

NEW LEVEL PURPOSE

EXTEND GAME'S CONTENT AND DURATION



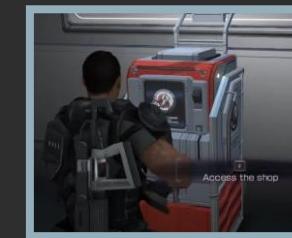
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► NEW ENEMY COMBINATIONS.



► OPEN AND CLOSED COMBAT.

► MORE STORES (UPGRADES & CONSUMABLES).



► USE OF HEAVY WEAPONS.



LEVEL DESIGN

STORY SITUATION (CHAPTER)

CHAPTER 2-1



GRAND LANCER COMBAT

MIDDLE CHAPTER



CHAPTER 2-2



SHIBUYA'S UNDERGROUND
MALL SEARCH



BAR SCENE



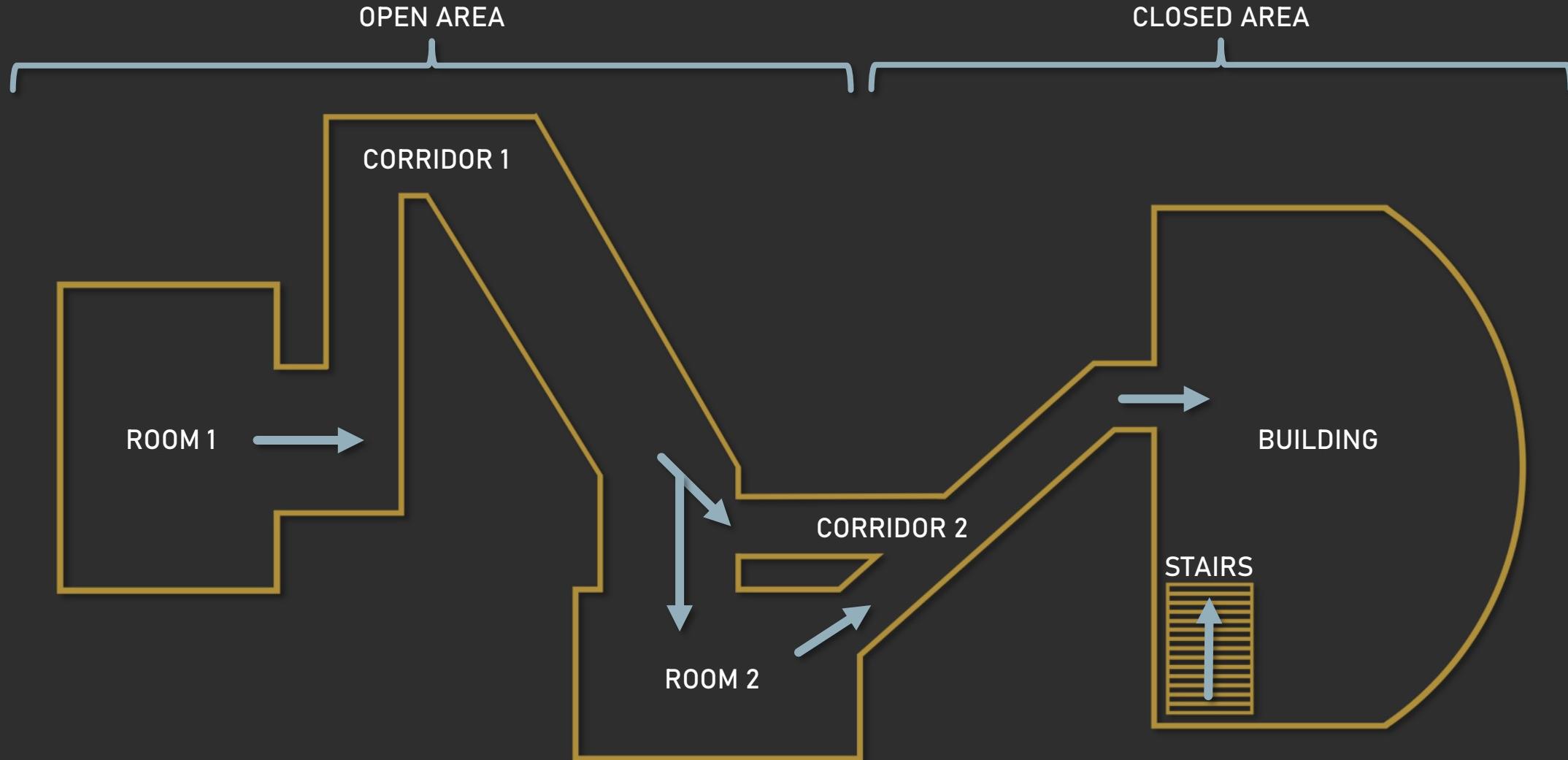
SPIDER COMBAT

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LEVEL DESIGN

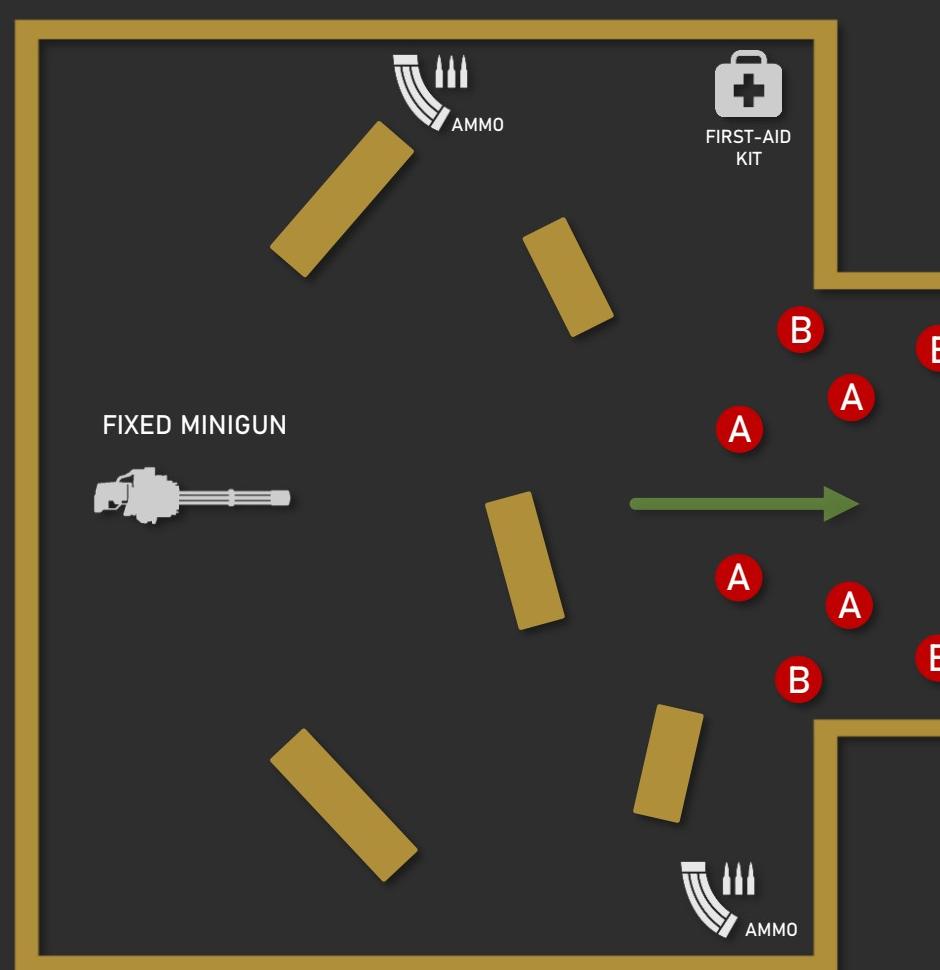
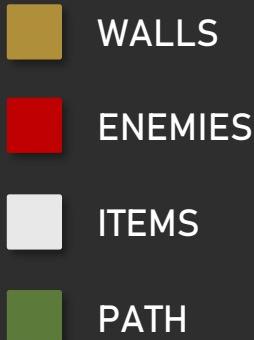
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SCENARIO MAP OVERVIEW



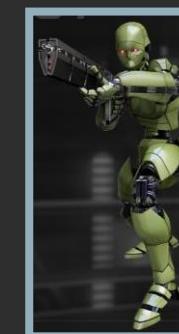
LEVEL DESIGN

SCENARIO MAP - ROOM 1



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- OPEN AREA.
- USE OF HEAVY MACHINE GUN (OPTIONAL).
- AMMO AVAILABLE.
- FIRST-AID KIT AVAILABLE.
- ENEMIES SPAWNING:



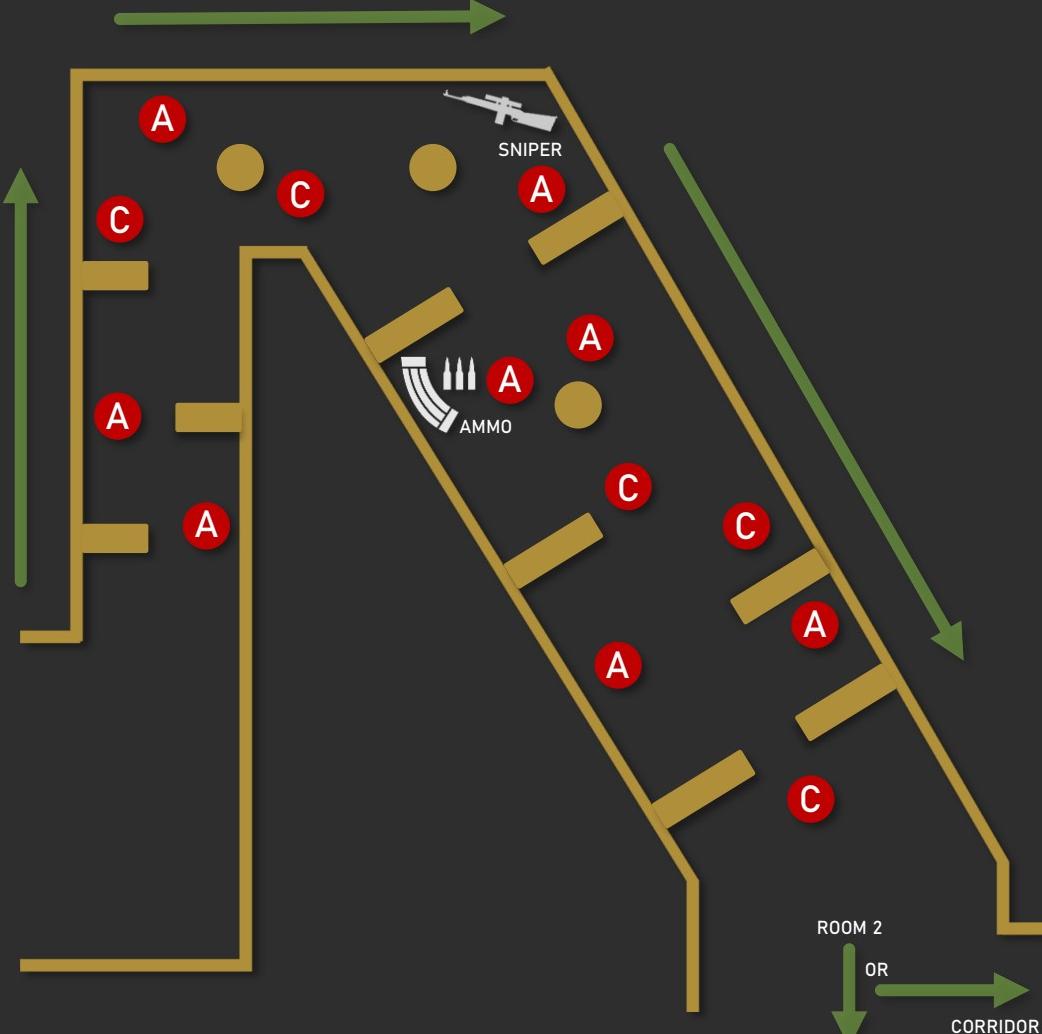
ASSAULT SHOOTER (A)

CREEPER (B)

LEVEL DESIGN

SCENARIO MAP - CORRIDOR 1

- █ WALLS
- █ ENEMIES
- █ ITEMS
- █ PATH



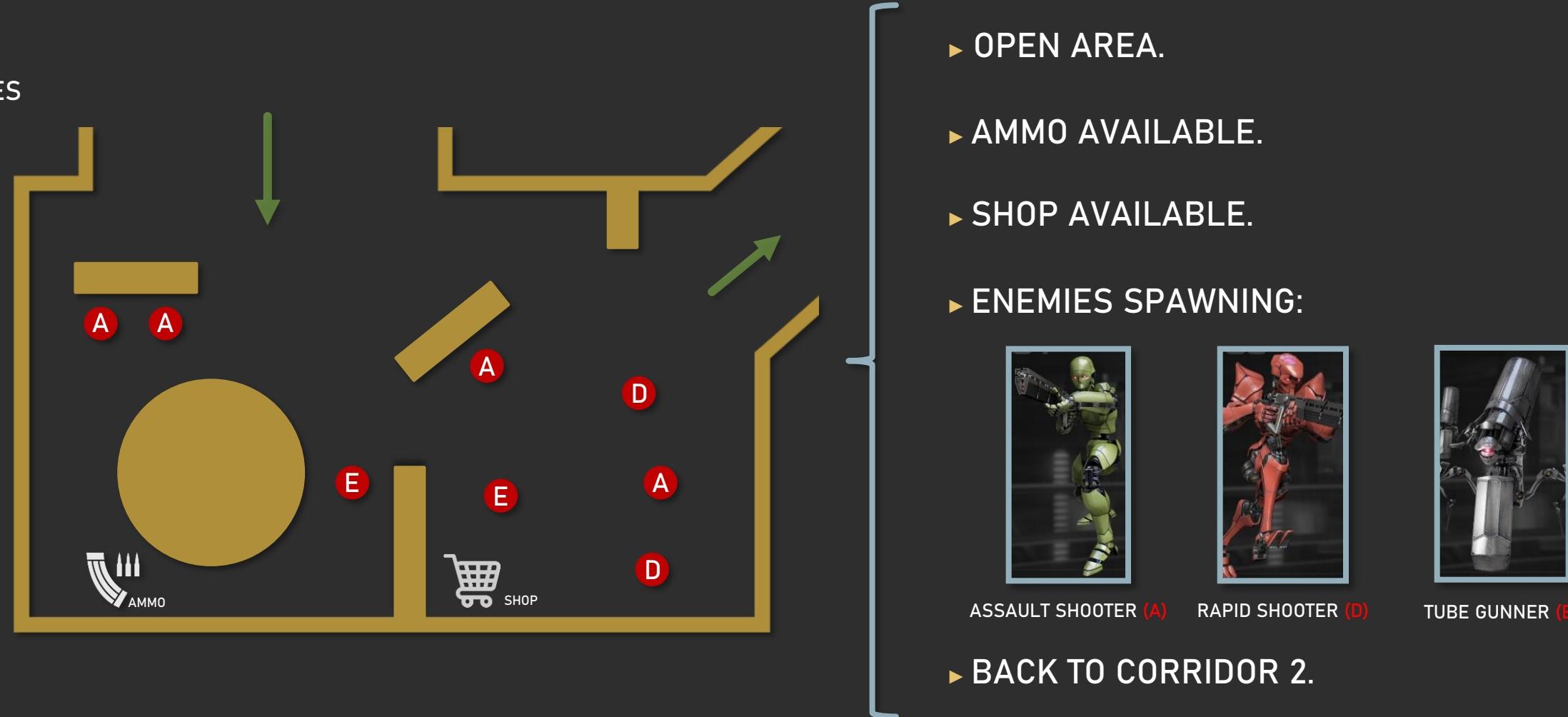
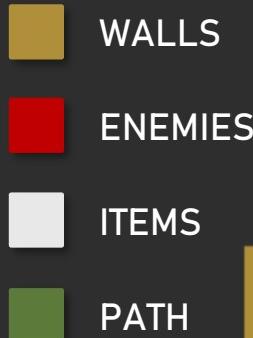
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- OPEN AREA.
- AMMO AVAILABLE.
- SECONDARY WEAPON AVAILABLE (SNIPER).
- ENEMIES SPAWNING:
 - ASSAULT SHOOTER (A)
 - JARHEAD (C)
- BRANCHED PATH.

LEVEL DESIGN

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SCENARIO MAP - ROOM 2 (CLIMAX)

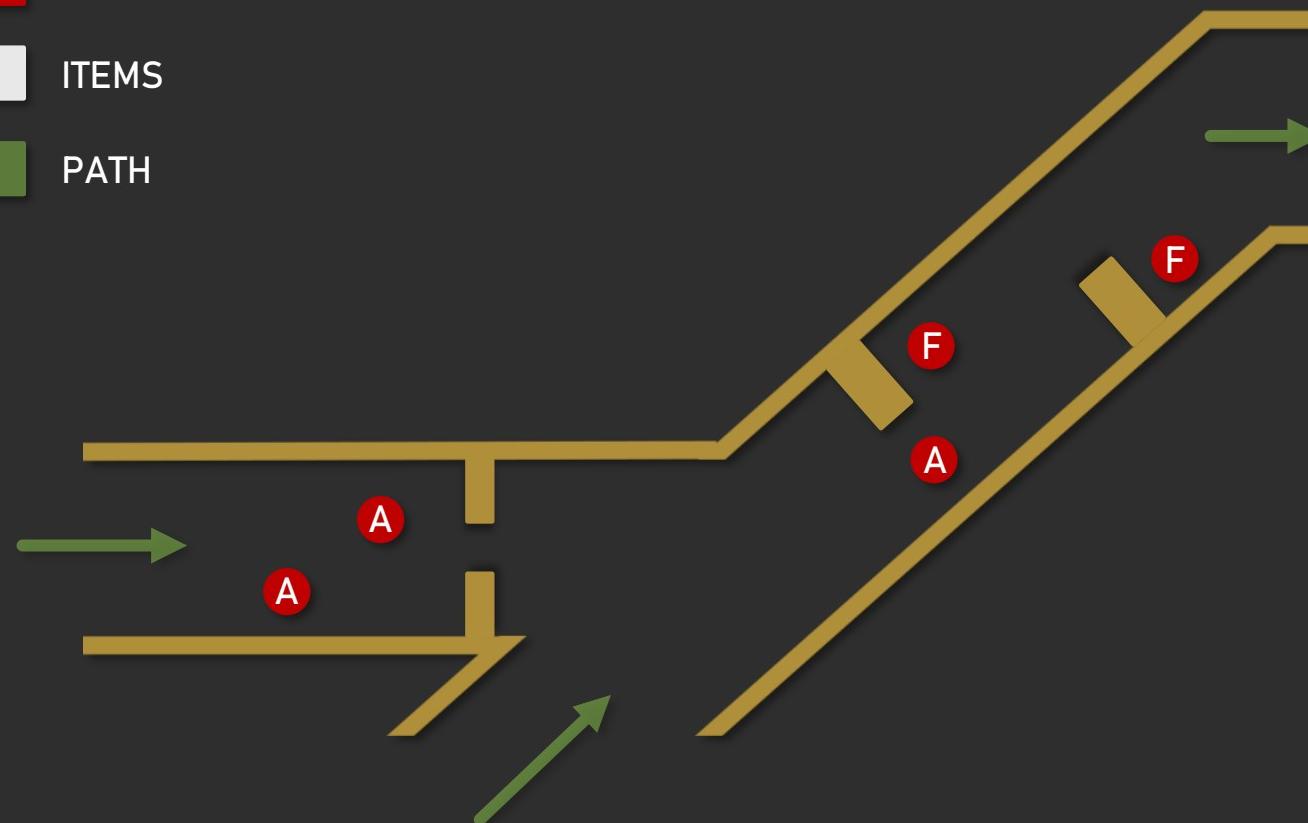


LEVEL DESIGN

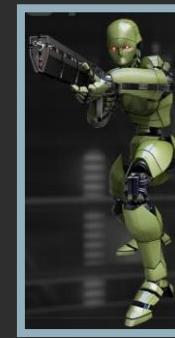
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SCENARIO MAP - CORRIDOR 2 (CLIMAX)

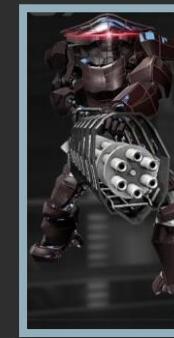
- WALLS
- ENEMIES
- ITEMS
- PATH



- CLOSED AREA.
- ENEMIES SPAWNING:



ASSAULT SHOOTER (A)

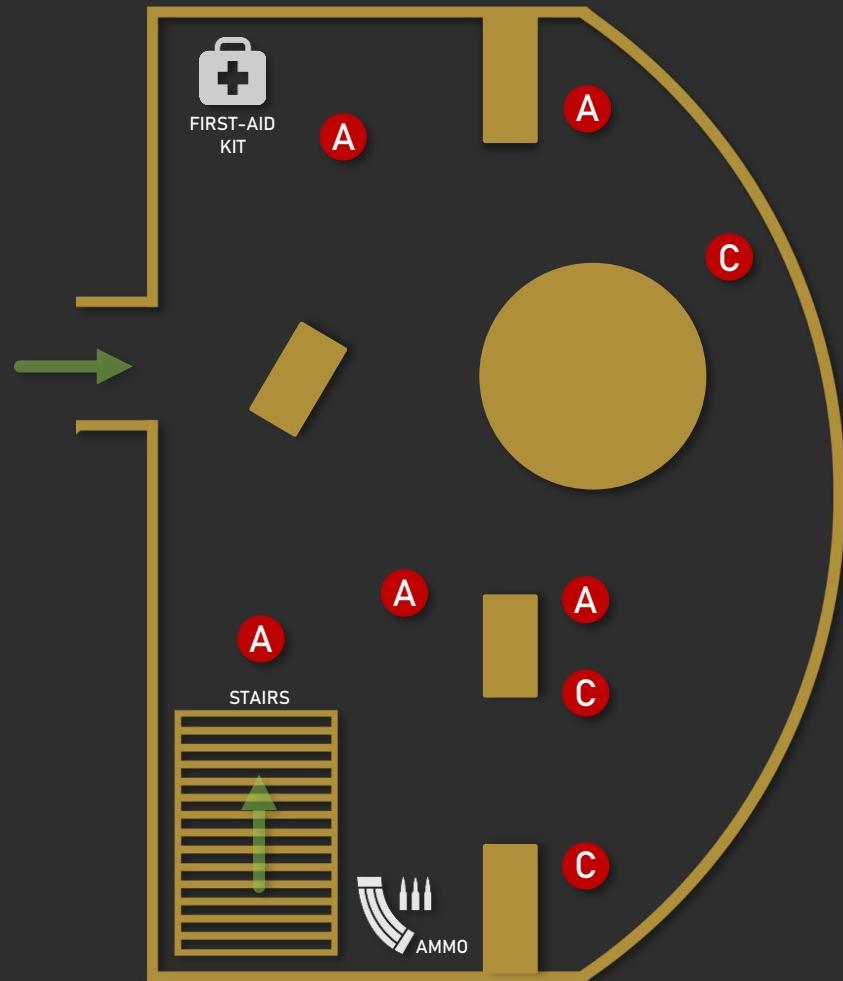
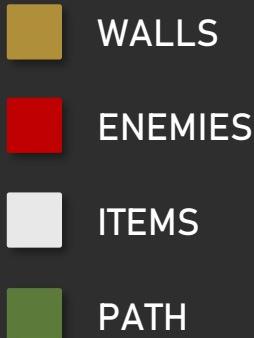


HERCULES (F)

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SCENARIO MAP - BUILDING (PART 1)



- CLOSED AREA.
- AMMO AVAILABLE.
- FIRST-AID KIT AVAILABLE.
- ENEMIES SPAWNING:



ASSAULT SHOOTER (A)



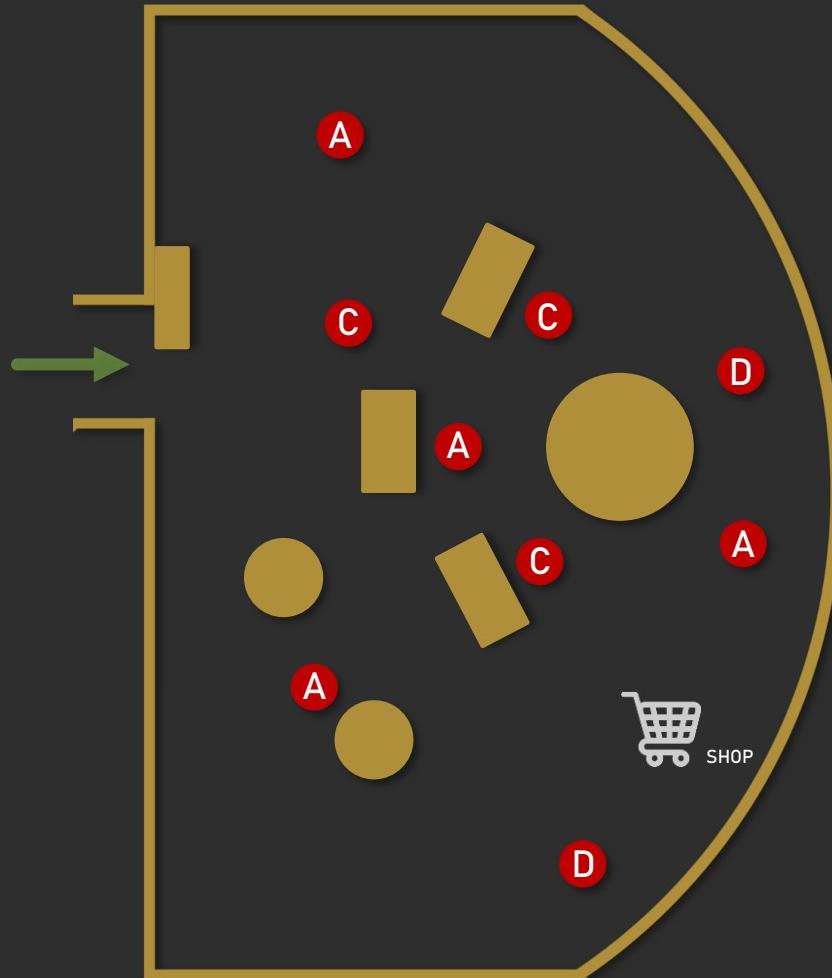
JARHEAD (C)

LEVEL DESIGN

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SCENARIO MAP - BUILDING (PART 2)

- WALLS
- ENEMIES
- ITEMS
- PATH



► CLOSED AREA.

► SHOP AVAILABLE.

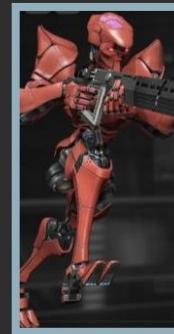
► ENEMIES SPAWNING:



ASSAULT SHOOTER (A)



JARHEAD (C)



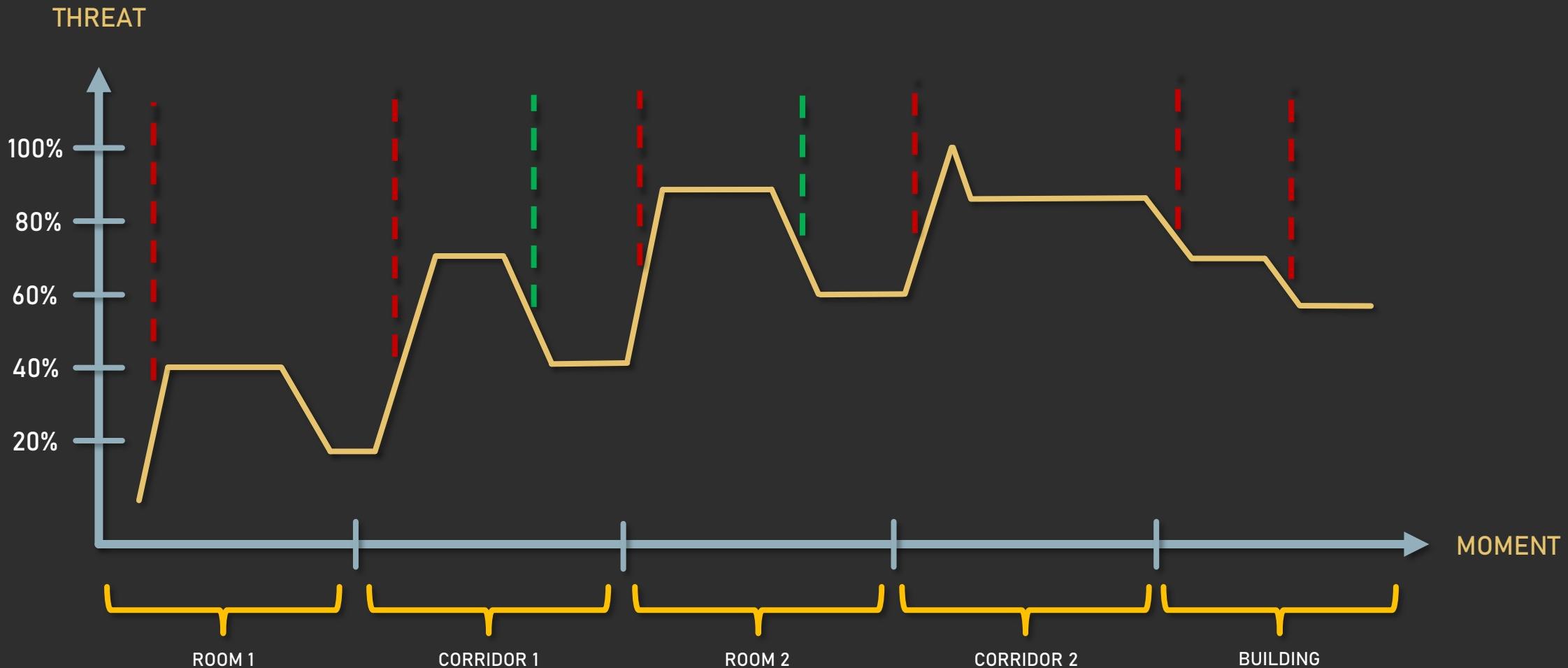
RAPID SHOOTER (D)

CONCLUSION

1. THREAT CURVE

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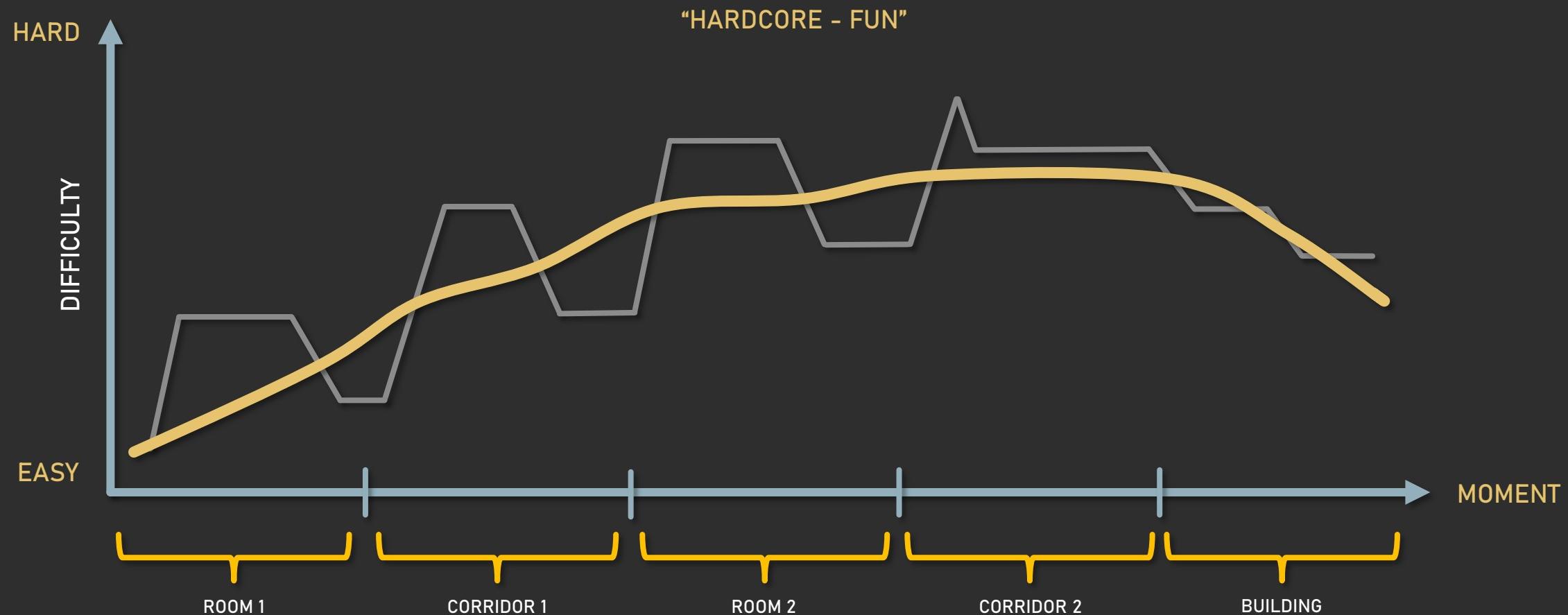
- COMBAT
- PATH DECISION



CONCLUSION

2. DIFFICULTY CURVE

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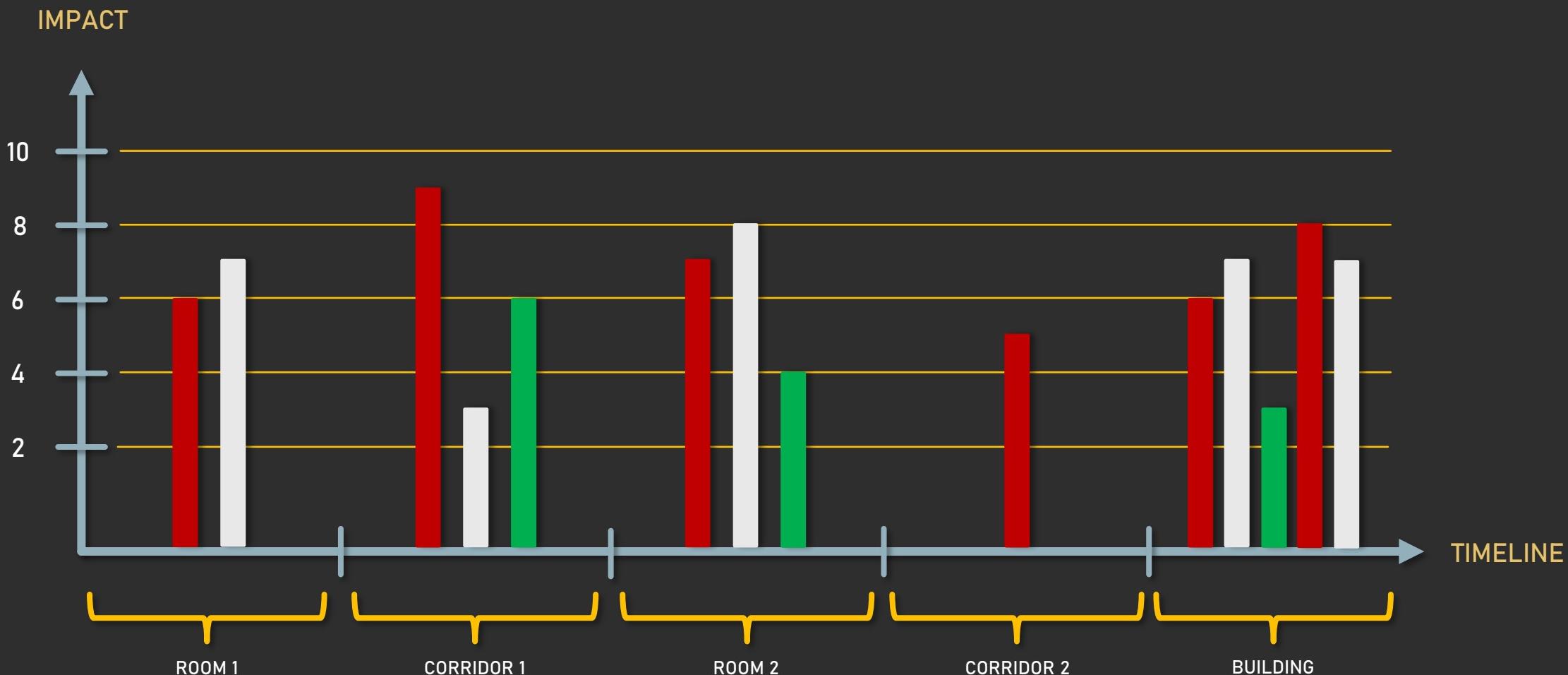


CONCLUSION

3. EVENT DIAGRAM

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- COMBAT
- PATH DECISION
- OBJECT SEARCH



THANKS!

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